A GAME OF THRONES

Strategy Wargame

Hank Woon

A turn-based strategy wargame for use with Foundry VTT

JUNE 6TH, 2026 UPDATE:

I have created a web-based version of this game. 1-10 players. Rules are a bit different than the Virtual Tabletop Edition.

You can find it here: https://gameofthronesstrategy.netlify.app

A GAME OF THRONES STRATEGY WARGAME

The queen stood. "And what of my wrath, Lord Stark?" she asked softly. Her eyes searched his face. "You should have taken the realm for yourself. It was there for the taking. Jaime told me how you found him on the Iron Throne the day King's Landing fell, and you made him yield it up. That was your moment. All you needed to do was climb those steps, and sit. Such a sad mistake."

"I have made more mistakes than you can possibly imagine," Ned said, "but that was not one of them."

"Oh, but it was, my lord," Cersei insisted. "When you play the game of thrones, you win or you die. There is no middle ground."

Introduction

Welcome to the FOURTH iteration of A GAME OF THRONES STRATEGY WARGAME, where you assume the role of one of Westeros's great houses in a bid for world domination!

The game is designed as a play-by-e-mail or play-by-post format and is for 3-11 players.

One player assumes the role of the Realm Master, and up to 10 players assume the roles of House Arryn, House Baratheon, House Greyjoy, House Lannister, House Martell, House Stark, House Targaryen, House Tully, House Tyrell, and Slaver's Bay, respectively.

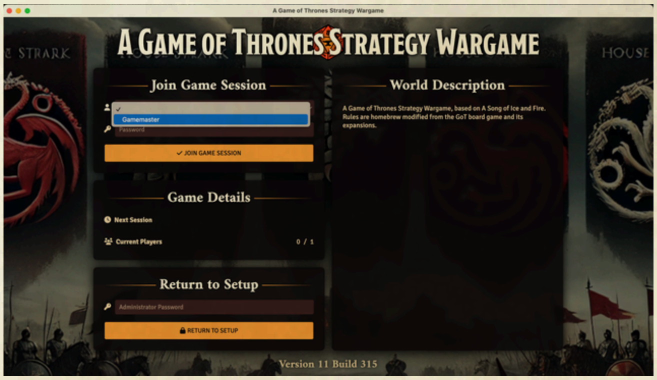
The game is intended to be played until one house dominates all of the others. In every game we've played, we've never had a house go completely extinct. Inevitably one by one, houses will weaken while others strengthen. Players break off into factions until only one faction until on is most dominant.

This tends to simulate actual wars in Medieval Europe, and indeed Martin's world. Rarely do houses go extinct. In the beginning, everyone believes they have not only the right but the power to declare themselves lord of the Iron Throne—but in the end, everyone bends the knee to the strongest.

Ultimately this is a game that is played 90% of the time amongst the players, outside of these actual rules, in between the game rounds. Players e-mail one another. Make secret promises. Hatch plots. Scheme. Betray. That's where the true fun of this game lies. The rest of these rules are here just to facilitate that.

FOUNDRY VTT

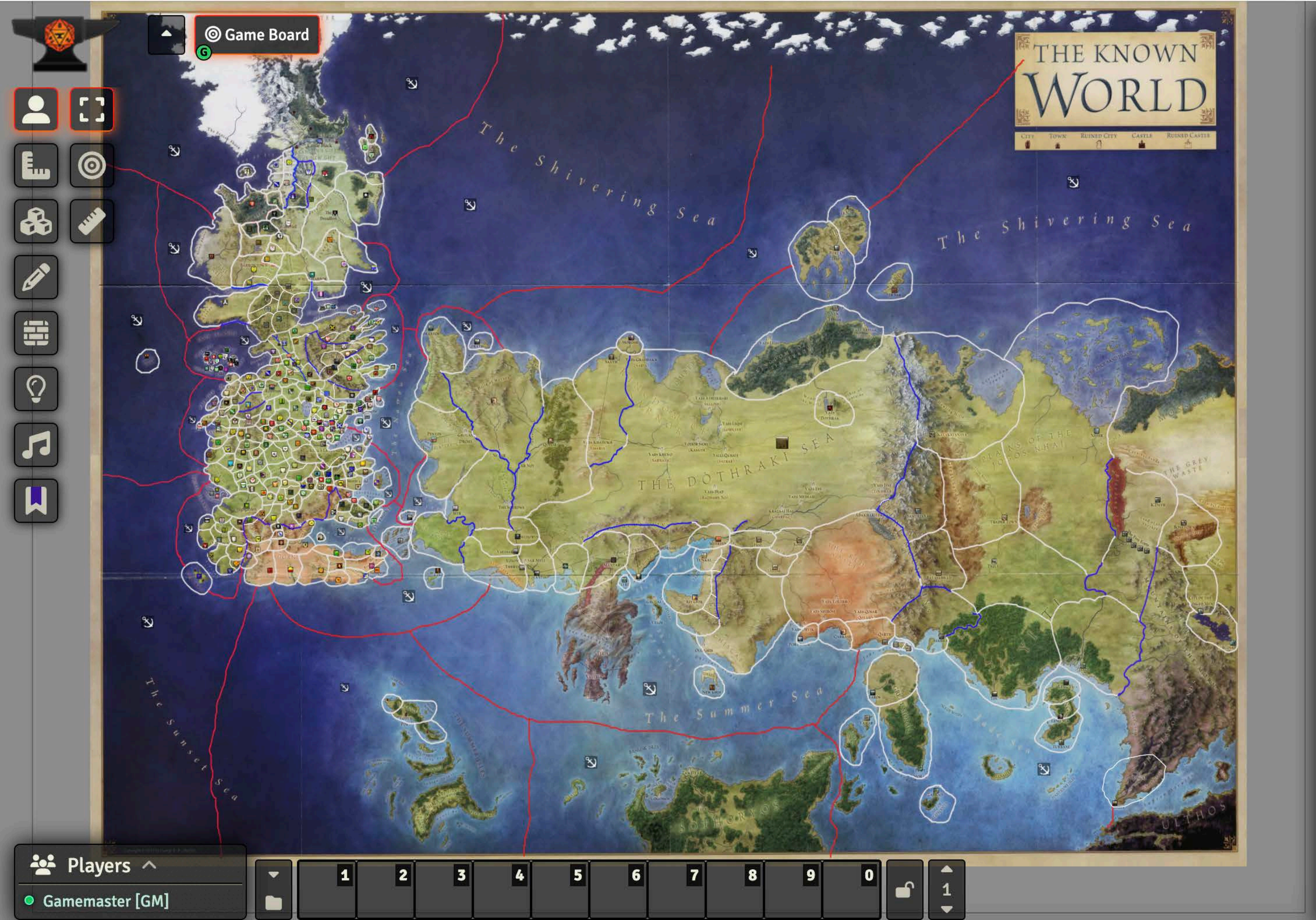
This game was designed with Foundry. I am going to assume that if you plan on running this game yourself, you are already familiar with Foundry and so don't need to be told how to install the game folder. But the game folder can be found in the Nerd Folder.



A Game of Thrones Strategy Wargame
A GAME OF THRONES STRATEGY WARGAME
STRARK
HOUSE
Join Game Session
Gamemaster
Password
✓ JOIN GAME SESSION
World Description
Game Details
Next Session
Current Players
0 / 1
Return to Setup
Administrator Password
RETURN TO SETUP
Version 11 Build 315

A Game of Thrones Strategy Wargame, based on A Song of Ice and Fire. Rules are homebrew modified from the GoT board game and its expansions.

You can see the version used at the bottom. The Realm Master will be responsible for hosting, and will be the only person who moves tokens on the map. The Realm Master will also be responsible for controlling any faction without an available player, as well as Braavos.


Game Board
G
THE KNOWN WORLD
City
Town
Ruined City
Castle
Ruined Castle
The Shivering Sea
The Shivering Sea
THE DOTHRAKI SEA
The Summer Sea
The Sunset Sea
Players
Gamemaster [GM]
1
2
3
4
5
6
7
8
9
0
1

Game Board

When you open the Foundry World, you will see there is only one map – the Game Board. It is divided into SPACES, similar to a game of Risk. The spaces determine movement of armies and fleets. Blue lines can only be crossed if there is a white gap, unless by an army composed of nothing but dragon units.

Holdings

Nearly each space on the board has a HOLDING. A Holding is a location that generates INFLUENCE POINTS and/or SUPPLY POINTS. These points are cumulative, so the more holdings you control the higher your rank in INFLUENCE and SUPPLY will be.

Supply is a static number that is used to determine how many armies you may have at any one time, and also how many units may be in each of those armies.

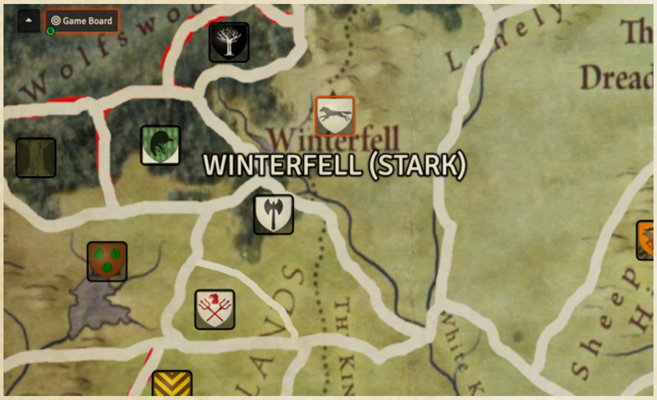
Influence is a type of currency that replenishes at the beginning of your turn and is spent for actions. Different actions cost different amounts. Influence can also be traded to other players in exchange for favors. However, any unspent Influence is lost at the end of your turn.

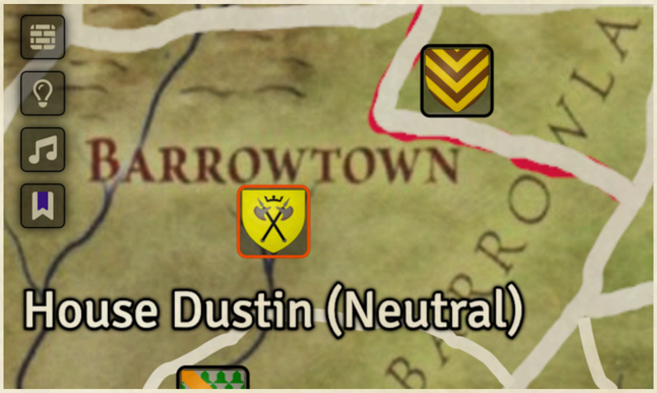
Reading a Holding

There are 2 types of Holdings – AFFILIATED and NEUTRAL. If you hover over a holding on the game board, you will see its name pop up. After the name, it will indicate if the holding is affiliated (by listing the Faction Name) or if it is Neutral.

Affiliated means the player who is playing as that faction controls that holding. Neutral means it is up for grabs.

A Neutral holding may be the target of a DIPLOMACY ACTION, but Affiliated holdings may not.





Important to Note

Ensure each Holding, listed under Journal Entries, are set to OBSERVE under Configure Ownership so they are visible to players, and ensure all players have pinned notes selected so they show up when they log in. Also, do not delete any drawings or the borders of some spaces will vanish!

Reading a Holding

When you double click a Holding, a window will open with its information.

HOUSE WORDS: If known, listed here.

STRONGHOLD: The Stronghold number is the amount of dice added to each unit defending a stronghold. For example, a Foot Unit normally rolls a 1d6 during a battle. However, if defending a holding that says Stronghold +1, that same unit instead rolls 2d6.

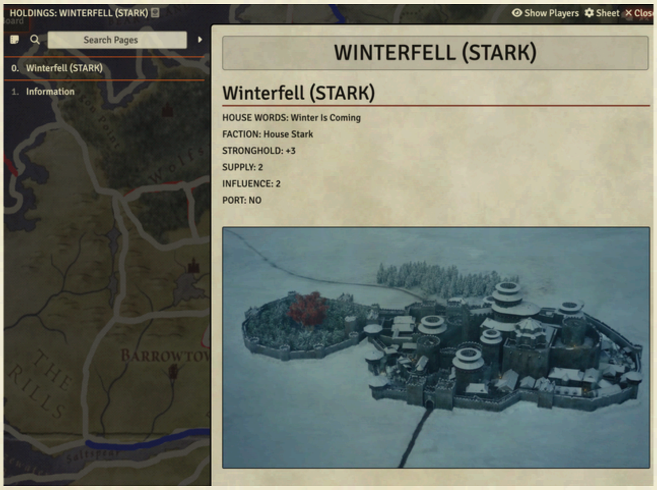
INFLUENCE & SUPPLY: This number is added to the faction's cumulative total, respectively.

PORT: Port is YES or NO. Yes means this holding can create Fleets.

GARRISON: Most Holdings may have 1 unit as its garrison. A garrison unit is mustered in the same manner as an Army unit. A garrison unit cannot leave a holing unless it is joining an army that is present in the holding's space. All holdings begin play already garrisoned. If the unti in the garrison is destroyed or leaves to join an army, a new garrison unit may be mustered if a Muster Card is drawn by the Realm Master.

BEND THE KNEE: This is only applicable to non-Affiliated, aka Neutral, Holdings. This number indicates the number of successes required for a Diplomacy action in order for the holding to bend the knee to your faction. The 2nd number, after the slash, is lower and applied to a faction (listed in parentheses). If this particular faction attempts Diplomacy, then the lower number is the amount of successes required.

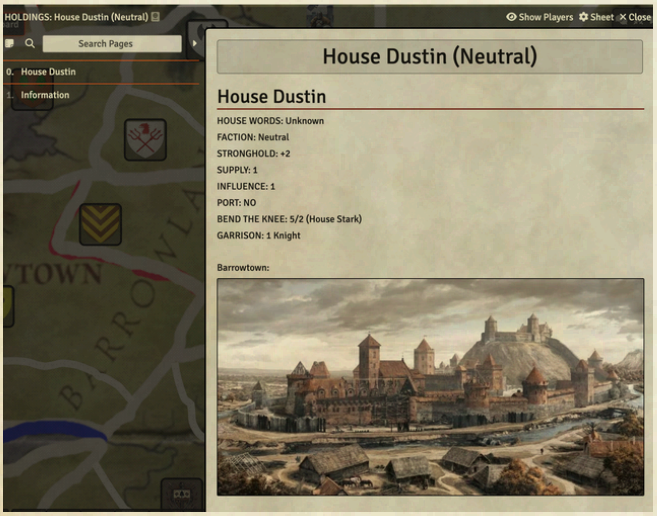
For example, being of the North, House Dustin is likelier to bend the knee to House Stark than a different faction.


HOLDINGS: WINTERFELL (STARK)
Show Players
Sheet
Close
Search Pages
0. Winterfell (STARK)
1. Information

WINTERFELL (STARK)

Winterfell (STARK)

HOUSE WORDS: Winter Is Coming
FACTION: House Stark
STRONGHOLD: +3
SUPPLY: 2
INFLUENCE: 2
PORT: NO


HOLDINGS: House Dustin (Neutral)
Show Players
Sheet
Close
Search Pages
0. House Dustin
1. Information

House Dustin (Neutral)

House Dustin

HOUSE WORDS: Unknown
FACTION: Neutral
STRONGHOLD: +2
SUPPLY: 1
INFLUENCE: 1
PORT: NO
BEND THE KNEE: 5/2 (House Stark)
GARRISON: 1 Knight

Barrowtown:

Once a holding becomes Affiliated, the Diplomacy action can no longer be used against them.

STARTING FACTIONS

Now that we've covered the basics of holdings, let's get to the various factions available to players. Each faction begins with a minimal amount of holdings. Some have higher Influence or Supply than others, but the balance has taken into consideration other harder to quantify measurements, like geographic location and other vulnerabilities or advantages.

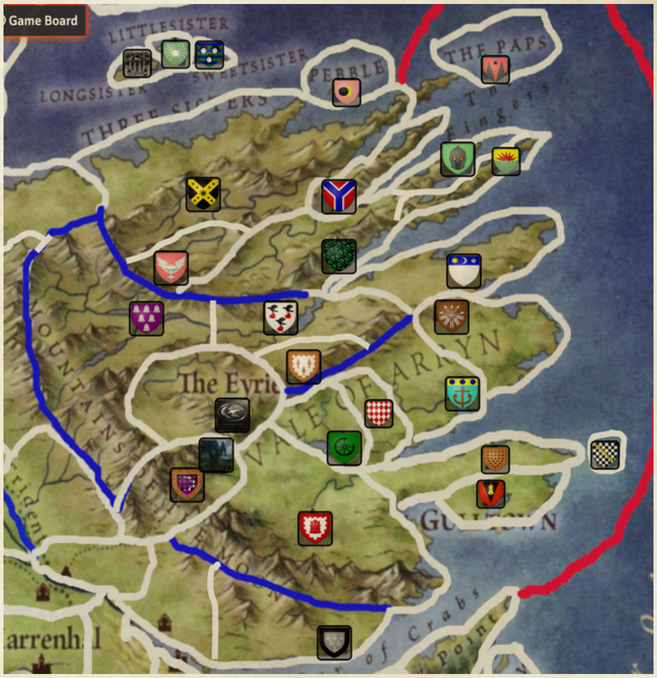
Each faction has a spreadsheet (found in the folder where this document is also located) that will help players, as well as the Realm Master, track not only their holdings, but also their armies and fleets.

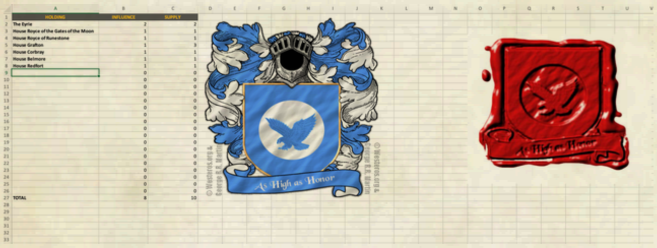
HOUSE CARDS: Each Faction begins with House Cards. House Cards are played typically during battle, but others can be played during the round if it says so. After play, cards are placed in a Discard Pile until the Realm Master pulls a Reshuffle House Cards card, at which time they can be played again.

If played during battle, COMMAND is the extra d6s an army gets to roll. ATTACK is the number of automatic Hits the army inflicts. DEFENSE are the # of enemy Hits deducted. Only 1 House Card can be played during a battle.

In alphabetical order, the playable factions and their HOUSE CARDS are as follows:

HOUSE ARRYN (THE VALE OF ARRYN)


Game Board
LITTLESISTER
LONGSISTER
SWEETSISTER
PEBBLE
THE PAPS
THREE SISTERS
The Fingers
MOUNTAINS
The Eyrie
VALE OF ARRYN
GULLTOWN
Harrenhal
Crabs Point


As High as Honor
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HOLDING	INFLUENCE	SUPPLY
The Eyrie	2	2
House Royce of the Gates of the Moon	1	1
House Royce of Runestone	1	1
House Grafton	1	3
House Corbray	1	1
House Belmore	1	1
House Redfort	1	1
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	8	10

HOUSE ARRYN

HOUSE ARRYN HOUSE CARDS

LYSA ARRYN

- COMMAND: 2
- ATTACK: 0
- DEFENSE: 0
- SPECIAL: If played in defense of the Vale, the Defense Rating increases to 5.

SER VARDIS EGEN

- COMMAND: 2
- ATTACK: 1
- DEFENSE: 0

SER LYN CORBRAY

- COMMAND: 2
- ATTACK: 1
- DEFENSE: 0

MYCHEL REDFORT, SQUIRE OF SER LYN

- COMMAND: 0
- ATTACK: 0
- DEFENSE: 0
- SPECIAL: You may play this card at the same time as Ser Lyn Corbary. If you do, Ser Lyn Corbary's Command increases to 4, Attack increases to 2, and Defense increases to 2.

SER GILWOOD HUNTER

- COMMAND: 2
- ATTACK: 1
- DEFENSE: 0

SER HARLAN HUNTER

- COMMAND: 2
- ATTACK: 1
- DEFENSE: 0

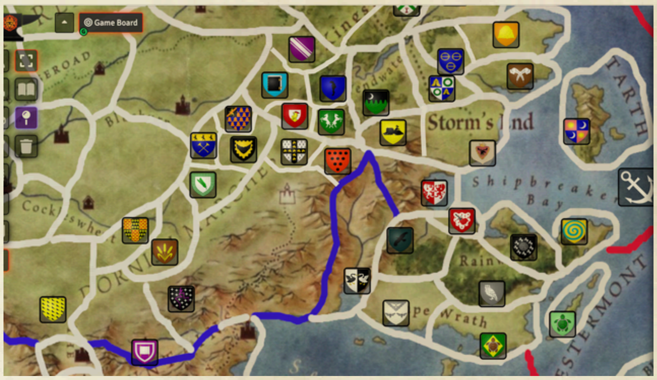
SER EUSTACE HUNTER

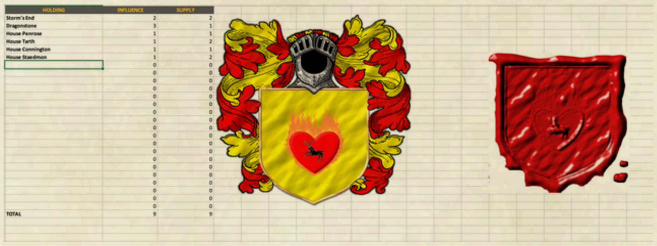
- COMMAND: 3
- ATTACK: 0
- DEFENSE: 1

LORD NESTOR ROYCE, HIGH STEWARD OF THE VALE

- COMMAND: 4
- ATTACK: 2
- DEFENSE: 1

HOUSE BARATHEON (THE STORMLANDS)


Game Board
ROAD
Storm's End
Shipbreaker Bay
Rain
Wrath
TARTH
STEPMONT



HOLDING	INFLUENCE	SUPPLY
Storm's End	2	2
Dragonstone	3	1
House Penrose	1	1
House Tarth	1	2
House Connington	1	1
House Staedmon	1	2
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	9	9

House Baratheon House Cards

King Stannis Baratheon

- Command: 4
- Attack: 2
- Defense: 2

Melisandre, The Red Witch

- Command: 0
- Attack: 0
- Defense: 0
- Special: Play this card during your turn and force each other player to discard 1 House Card (their choice), or 1 player to discard 3 House Cards (their choice).

Ser Davos, The Onion Knight

- Command: 3 (Fleet only, otherwise 0)
- Attack: 2 (Fleet only, otherwise 0)
- Defense: 1 (Fleet only, otherwise 0)

Lord Adrian Celtigar, The Red Crab

- Command: 2
- Attack: 1
- Defense: 0

Lord Monford Velaryon, Lord of the Tides

- Command: 4 (Fleet only, otherwise 0)
- Attack: 2 (Fleet only, otherwise 0)
- Defense: 2 (Fleet only, otherwise 0)

Aurane Waters

- Command: 2 (Fleet only, otherwise 1)
- Attack: 1 (Fleet only, otherwise 0)
- Defense: 0

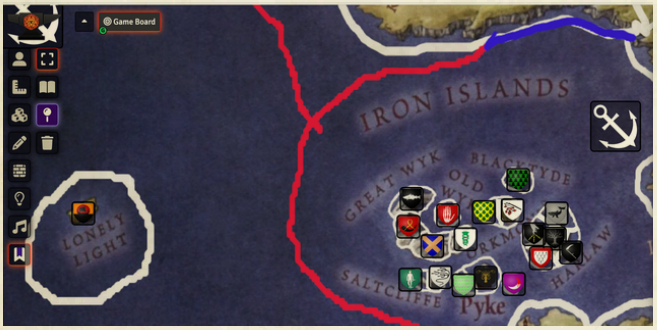
Patchface, Court Fool

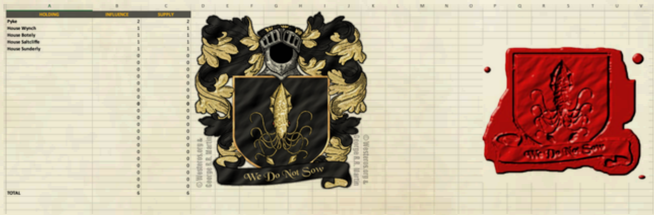
- Command: 0
- Attack: 0
- Defense: 0
- Special: You may play this card during your turn and attempt to decipher Patchface's prophetic rhymes. The Realm Master rolls a 1d6 for Patchface, and a 1d6 for each other player. Any player who rolled the same or less than Patchface loses 1 Influence Point on their next turn, and House Baratheon gains the same amount on their next turn.

Shireen Baratheon

- Command: 0
- Attack: 0
- Defense: 0
- Special: Sacrifice to the Red God—permanently remove this card from play, and permanently increase the Supply and Influence of 4 of your Holdings (your choice) by 1 point each.

HOUSE GREYJOY (The Iron Islands)





HOLDING	INFLUENCE	SUPPLY
Pyke	2	2
House Wynch	1	1
House Botely	1	1
House Saltcliffe	1	1
House Sunderly	1	1
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	6	6

House Greyjoy House Cards

Balon Greyjoy

- Command: 4 (if a Fleet, otherwise 2)
- Attack: 2 (if a Fleet, otherwise 1)
- Defense: 2 (if a Fleet, otherwise 1)
- Special: If you win this combat, your opponent must discard a House Card (their choice). If they have no available House Cards, then they lose 2 Influence Points on their next turn.

Aeron Greyjoy, Priest of the Drowned God

- Command: 1
- Attack: 0
- Defense: 0
- Special: If this card is in your Discard Pile, then all Greyjoy fleets can move 2 Spaces for 1 Movement cost, rather than 1 Space.

Theon Greyjoy

- Command: 2
- Attack: 0
- Defense: 1
- Special: If played in combat against House Stark, the Command Rating increases to 3 and the Attack increases to 1.

Asha Greyjoy (aka Yara)

- Command: 2 (if a Fleet, otherwise 1)
- Attack: 1 (if a Fleet, otherwise 0)
- Defense: 1 (if a Fleet, otherwise 0)
- Special: If you lose this battle, you may return any House Card from your Discard Pile (except this card)

Victarion Greyjoy

- Command: 2 (If Fleet, otherwise 1)
- Attack: 2 (if Fleet, otherwise 1)
- Defense: 1 (If Fleet, otherwise 0)
- Special: If you win this combat, gain +1 Influence Point on your next turn for every Ship Unit in your army that survives this battle.

Dagmer Cleftjaw

- Command: 2 (If Fleet, otherwise 1)
- Attack: 2 (if Fleet, otherwise 1)
- Defense: 1 (If Fleet, otherwise 0)

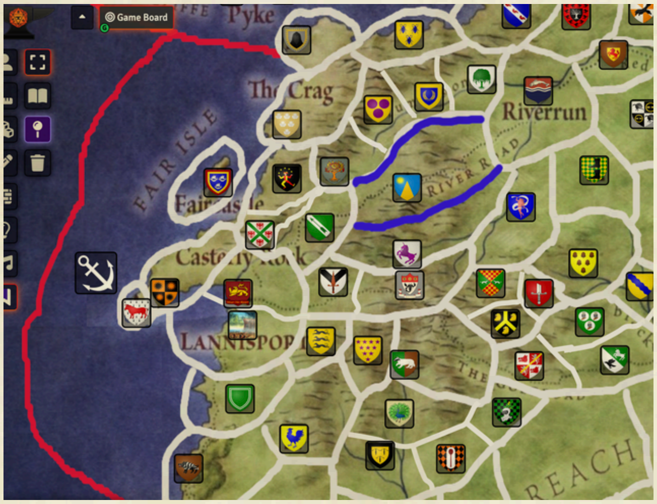
Lord Gorold Goodbrother

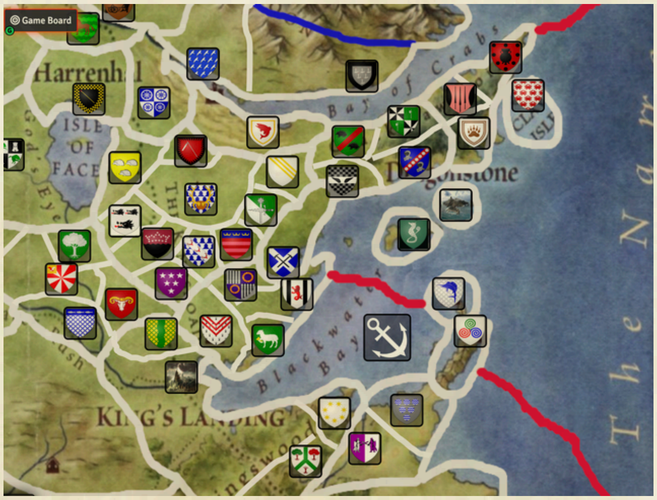
- Command: 2 (If Fleet, otherwise 1)
- Attack: 2 (if Fleet, otherwise 1)
- Defense: 1 (If Fleet, otherwise 0)

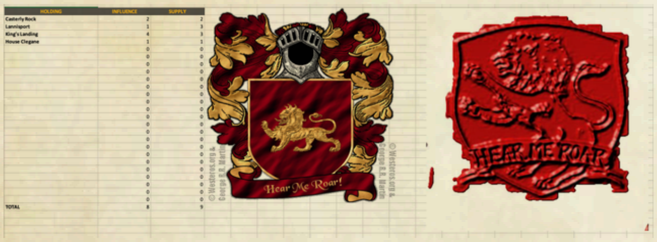
Lord Rodrick Harlaw

- Command: 2 (If Fleet, otherwise 1)
- Attack: 2 (if Fleet, otherwise 1)
- Defense: 1 (If Fleet, otherwise 0)

HOUSE LANNISTER (The Westerlands & The Crownlands)


Game Board
Pyke
The Crag
Riverrun
Fair Isle
Fair Isle
River Road
Casterly Rock
Lannisport
The
Reach


Game Board
Harrenhal
Isle of Faces
God's Eye
Bay of Crabs
Dragonstone
Blackwater Bay
King's Landing
Kingswood
The Narrow Sea



HOLDING	INFLUENCE	SUPPLY
Casterly Rock	2	2
Lannisport	1	3
King's Landing	4	3
House Clegane	1	1
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	8	9

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Hear Me Roar!
HEAR ME ROAR

House Lannister House Cards

Lord Tywin Lannister

- Command: 4
- Attack: 2
- Defense: 2

King Joffrey Baratheon

- Command: 0
- Attack: 0
- Defense: 0
- Special: If your opponent plays a House Card against this House Card during a battle, you gain a number of extra Influence Points on your next turn equal to the how many points higher your opponent's House Card has in Command, Attack, and Defense. For example, if they play a card with a Command 2, Attack 1, and Defense 2, you gain an extra 5 Influence Points on your next turn.

Cersei Lannister, The Queen Mother

- Command: 0
- Attack: 0
- Defense: 0
- Special: Play this card to gain an extra +4 dice on a Diplomacy roll.

Ser Jaime Lannister, The Kingslayer

- Command: 2
- Attack: 1
- Defense: 1
- Special: This card gains a +1 bonus to Command for each card you currently have in your Discard Pile at time you play it.

TYRION LANNISTER, THE IMP

- Command: 1
- Attack: 0
- Defense: 0
- Special: Increase Command, Attack, and/or Defense by 1 each (to a maximum of 5 in each) for each Influence Point you spend (for example, increasing Attack by 1 and Defense by 1 would cost 2 Influence Points). This increase lasts only until the end of this battle. If it is not your turn and you are defending, you may spend Influence Points that you are to gain on your next turn, reducing the amount you would normally receive for that round. You must have enough to pay at the beginning of your next turn.

SER GREGOR CLEGANE, THE MOUNTAIN THAT RIDES

- Command Rating: 2
- Attack: 3
- Defense: 0

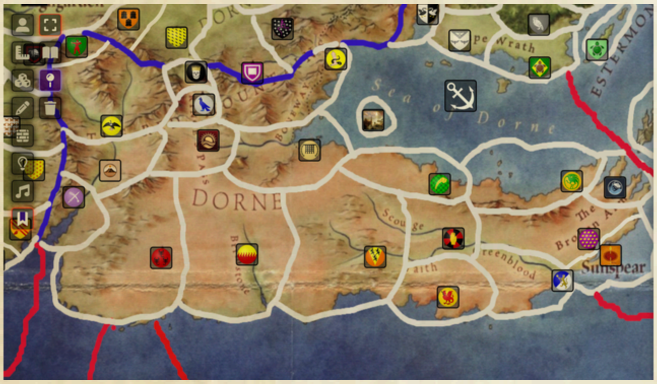
SANDOR CLEGANE, THE HOUND

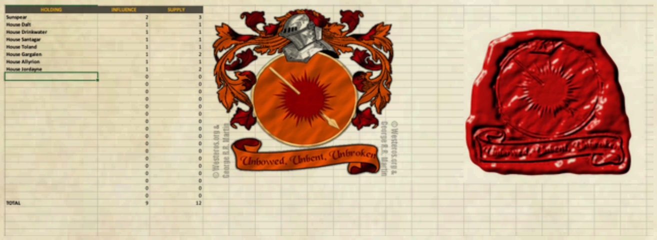
- Command Rating: 2
- Attack: 1
- Defense: 2

SER ILYN PAYNE, THE KING'S EXECUTIONER

- Command Rating: 2
- Attack: 0
- Defense: 0
- Special: If you win this combat, you may permanently remove this card from play. If you do, your opponent must permanently remove the card they used in this Battle from play as well.

HOUSE MARTELL (DORNE)





HOLDING	INFLUENCE	SUPPLY
Sunspear	2	3
House Dalt	1	1
House Drinkwater	1	1
House Santagar	1	1
House Toland	1	1
House Gargalen	1	2
House Allyrion	1	1
House Jordayne	1	2
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	9	12

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Unbowed, Unbent, Unbroken

HOUSE MARTELL HOUSE CARDS

PRINCE DORAN MARTELL

- Command: 0
- Attack: 0
- Defense: 0
- Special: Play this card to gain an automatic +5 to any Bid during the Bidding Phase.

PRINCE OBERYN MARTELL, THE RED VIPER

- Command: 4
- Attack: 2
- Defense: 2
- Special: If your opponent plays the Gregor Clegane card, the Attack of this card increases to 3.

ELLARIA SAND

- Command: 0
- Attack: 0
- Defense: 0
- Special: For every Sand Snake in your discard pile, increase both the Attack and Defense Ratings by +1 each. If Prince Oberyn Martell is in your Discard Pile, increase the Command Rating to 2.

OBARA SAND, SAND SNAKE

- Command: 0
- Attack: If you are attacking, this is a 1, otherwise 0
- Defense: If you are defending, this is a 1, otherwise 0
- Special: For every Sand Snake in your discard pile, increase the Command Rating by +1.

NYMERIA SAND, SAND SNAKE

- Command: 0
- Attack: If you are attacking, this is a 1, otherwise 0
- Defense: If you are defending, this is a 1, otherwise 0
- Special: For every Sand Snake in your discard pile, increase the Command Rating by +1.

SARELLA SAND, SAND SNAKE

- Command: 0
- Attack: If you are attacking, this is a 1, otherwise 0
- Defense: If you are defending, this is a 1, otherwise 0
- Special: For every Sand Snake in your discard pile, increase the Command Rating by +1.

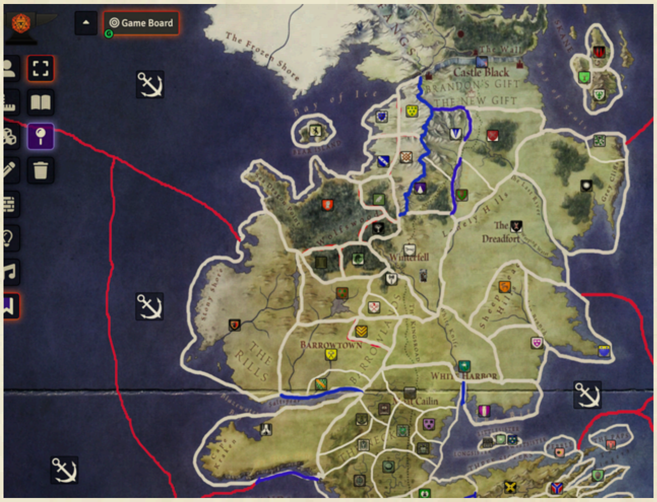
TYENE SAND, SAND SNAKE

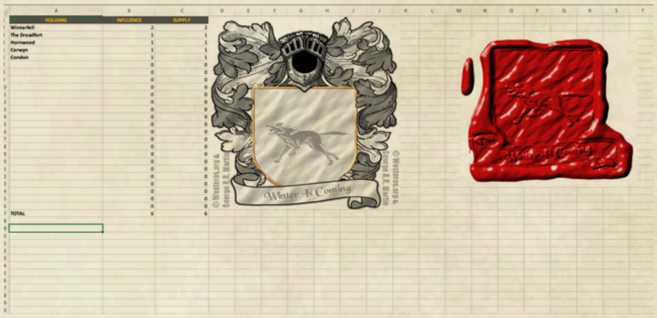
- Command: 0
- Attack: If you are attacking, this is a 1, otherwise 0
- Defense: If you are defending, this is a 1, otherwise 0
- Special: For every Sand Snake in your discard pile, increase the Command Rating by +1.

ELIA SAND, SAND SNAKE

- Command: 0
- Attack: If you are attacking, this is a 1, otherwise 0
- Defense: If you are defending, this is a 1, otherwise 0
- Special: For every Sand Snake in your discard pile, increase the Command Rating by +1.

HOUSE STARK (THE NORTH)


Game Board
The Frozen Shore
Bay of Ice
Castle Black
Brandon's Gift
The New Gift
Winterfell
The Dreadfort
Barrowtown
The Rills
White Harbor
Cailin



HOLDING	INFLUENCE	SUPPLY
Winterfell	2	2
The Dreadfort	1	1
Hornwood	1	1
Cerwyn	1	1
Condon	1	1
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	6	6

Winter Is Coming
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STARK
STARK
IRE STARK
HOUCE STA

House Stark House Cards

Robb Stark, King of the North

- Command: 3
- Attack: 1
- Defense: 1
- Special: If you play this card and win the battle, permanently raise either Attack or Defense by +1 (your choice). This happens each time you win when playing this card. However, if you lose, there is a 50% chance this card is removed permanently from play.

Brandon Stark

- Command: 0
- Attack: 0
- Defense: 0
- Special: Play this card at any time. It can be used to increase the Command of another card by +1 for one battle; increase the movement of any army by 2 spaces for the cost of 1 space (so 3 spaces instead of 1); or immediately gain 4 Influence Points.

Lady Catelyn Stark

- Command: 0
- Attack: 0
- Defense: 0
- Special: Play this card to receive 4 extra dice on a Diplomacy check.

Ser Rodrik Cassel

- Command: 2
- Attack: 0
- Defense: 2

Maester Luwin

- Command: 0
- Attack: 0
- Defense: 0
- Special: Play this card after a battle to immediately increase the Defense of a card by 4 points (just for that battle).

Lord Jon Umber

- Command: 2
- Attack: 2
- Defense: 0

Rickard Karstark

- Command: 2
- Attack: 0
- Defense: 2

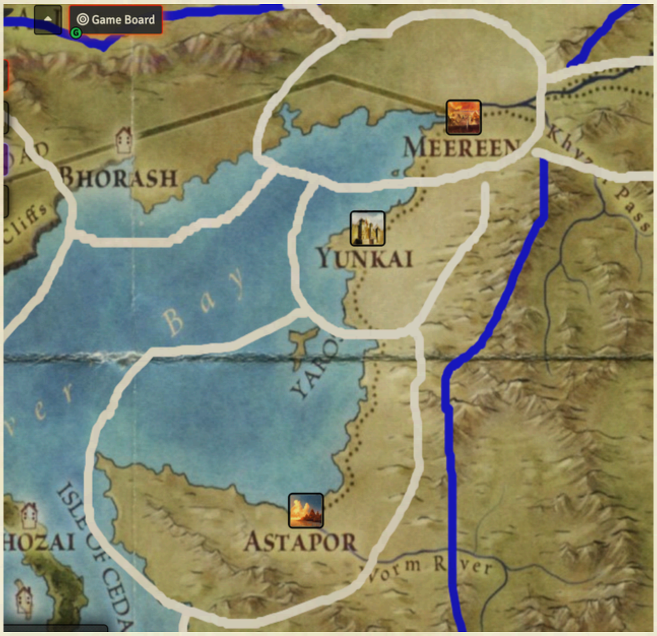
Dacey Mormont

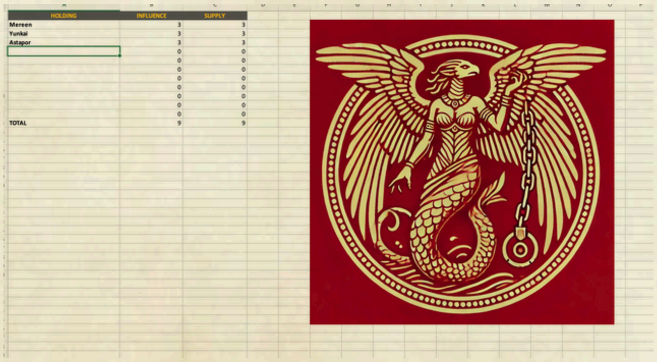
- Command: 3
- Attack: 1
- Defense: 1
- Special: If Dacey Mormont is in your Discard Pile, receive +1 Influence Point per turn.

Jon Snow

- Command: 4
- Attack: 2
- Defense: 2
- Special: This card is only brought into play if Robb Stark is removed permanently from play.

SONS OF THE HARPY (SLAVER'S BAY





HOLDING	INFLUENCE	SUPPLY
Mereen	3	3
Yunkai	3	3
Astapor	3	3
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	9	9

SONS OF THE HARPY HOUSE CARDS

GOGHAR THE GIANT

- Command: 2
- Attack: 0
- Defense: 0
- Special: If attacking a stronghold, Goghar's Attack increases to 2 and Defense to 1.

CLEON THE BUTCHER

- Command: 1
- Attack: 2
- Defense: 2

MALAZZA

- Command: 3
- Attack: 1
- Defense: 1
- Special: You may discard this card during your turn to immediately muster 1 Foot unit (mercenaries) into one of your armies. You must still adhere to the rules of Supply.

HLZDAHR ZO LORAQ

- Command: 0
- Attack: 0
- Defense: 0
- Special: You may discard this card for +6 dice to a Diplomacy roll.

BELAQUO BONEBREAKER

- Command: 2
- Attack: 1
- Defense: 1
- Special: If you win the battle, your gain +1 Influence Point on your next turn for every Foot unit you still have in your army after the battle.

BLOODBEARD

- Command: 2
- Attack: 1
- Defense: 1

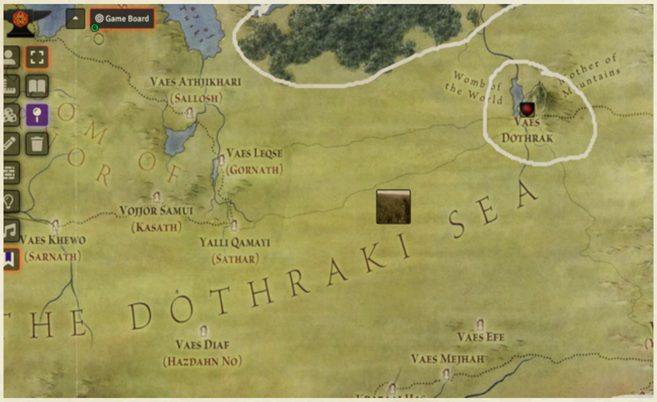
YEZZAN ZO QAGGAZ

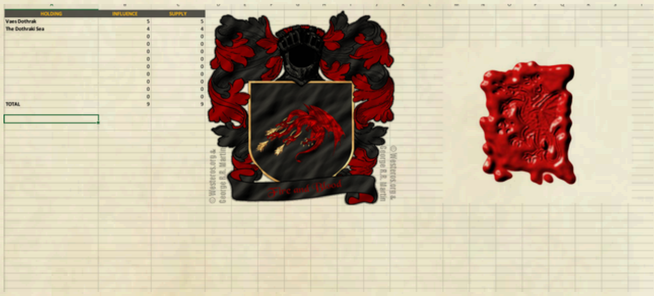
- Command: 3
- Attack: 0
- Defense: 0
- Special: If you win the battle when you play this card, you may absorb any defeated Foot or Knight units into a slave unit, effectively transferring the defeated unit into your army. You must still adhere to the rules of Supply. The units must have been destroyed (Hits reduced to 0) in order to absorb it as a slave unit.

The Sons of the Harpy Assassins

- Command: 0
- Attack: 0
- Defense: 0
- Special: Discard this card. Each other player must discard 2 of their House Cards or pay you 2 Influence Points at the start of their next turn. You receive these Influence Points at the start of your next turn following their contribution.

HOUSE TARGARYEN (The Dothraki Sea)


Game Board
Vaes Athjikhari
(Sallosh)
Vaes Leqse
(Gornath)
Vojjor Samui
(Kasath)
Yalli Qamayi
(Sathar)
Vaes Khewo
(Sarnath)
Womb of the World
Mother of Mountains
Vaes Dothrak
The Dothraki Sea
Vaes Diaf
(Hazdahn No)
Vaes Efe
Vaes Mejhah



HOLDING	INFLUENCE	SUPPLY
Vaes Dothrak	5	5
The Dothraki Sea	4	4
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	9	9

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House Targaryen House Cards

Daenerys Targaryen, Mother of Dragons

- Command: 3
- Attack: 1
- Defense: 2
- Special: You may discard this card at any time during your turn. If you do and spend 3 Influence Points, each of your dragons gains a Combat Strength of +1. Dragons can have a maximum of +5 Strength.

Ser Barristan Selmy, Barristan the Bold

- Command: 4
- Attack: 1
- Defense: 1
- Special: If you play the Daenerys card during a battle, you may discard this card and grant Daenerys a Command bonus of +2.

Ser Jorah Mormont, Member of the Queensguard

- Command: 2
- Attack: 0
- Defense: 2
- Special: If Daenerys is in your Discard Pile, Ser Jorah's Command increases by +2.

Strong Belwas

- Command: 2
- Attack: 0
- Defense: 1

Aggo, Daenerys's ko

- Command: 2
- Attack: 1
- Defense: 0

Irri, handmaiden

- Command: 0
- Attack: 0
- Defense: 0
- Special: Discard this card during your turn for an immediate +3 Influence Points.

Daario Naharis

- Command: 2
- Attack: If you win this battle, this is 2. Otherwise it is 0.
- Defense: If you lose this battle, this is 2. Otherwise, it is 0.
- Special: If Daenerys is in your Discard Pile, this card gains a Command of +1.

Grey Worm

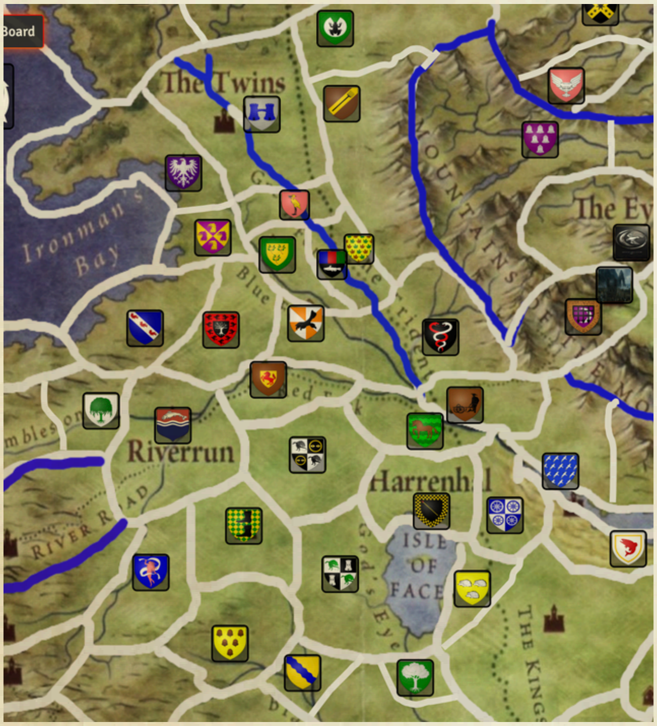
- Command: 4
- Attack: 2
- Defense: 2

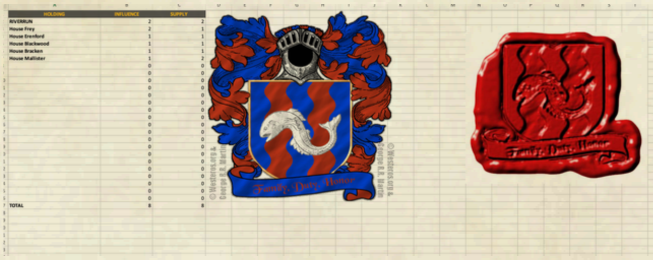
DAENERYS'S DRAGONS

House Targaryen begins play with 3 Dragon Units. Each unit has a starting Strength of 0. Once they reach a Strength of 1, they are treated as a unit and must adhere to the regular laws of Supply. If a Dragon Unit is destroyed in a battle, it is permanently removed from play.

If a dragon unit is not mixed with regular units, then it effectively reduces all enemy Ship Units to a Strength of 1, all Foot and Knights to 0, but Siege units remain a Strength of 4, as if they were being used against a Stronghold.

HOUSE TULLY (THE RIVERLANDS)


Board
The Twins
Ironman's Bay
Blue
Mountains
The Eyrie
Riverrun
River Road
Harrenhal
Isle of Faces
Gods Eye
The Kingsroad



HOLDING	INFLUENCE	SUPPLY
RIVERRUN	2	2
House Frey	2	1
House Erenford	1	1
House Blackwood	1	1
House Bracken	1	1
House Mallister	1	2
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	8	8

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Family, Duty, Honor

JOUSE HOUSE TULLY
HOUSE TULLY

HOUSE TULLY HOUSE CARDS

LORD HOSTER TULLY

- Command: 0
- Attack: 0
- Defense: 0
- Special: You may permanently remove this card from play at any time during one of your turns. When you do, you receive a 6 BUILD POINTS that can be spent on any Holding, to permanently increase its Stronghold Rating, Influence, or Supply for a 1 to 1 cost. You may not increase any one rating at any one Holding by more than 2 in this way.

SER BRYNDEN TULLY, THE BLACKFISH

- Command: 3
- Attack: 1
- Defense: 2
- Special: If defending a Stronghold, Ser Brynden gains +1 to his Command Rating.

SER EDMURE TULLY

- Command: 1
- Attack: 0
- Defense: 0
- Special: If your army outnumbers your opponent's, then Ser Edmure gains a +1 point to his Command Rating for each unit you have more than your enemy.

Karyl Vance

- Command: 2
- Attack: 1
- Defense: 1

Lord Clement Piper

- Command: 2
- Attack: 1
- Defense: 1

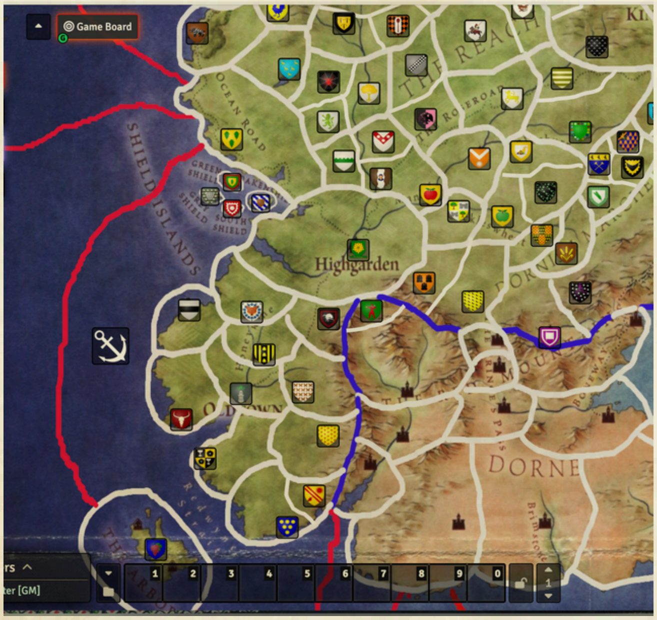
Patrek Mallister

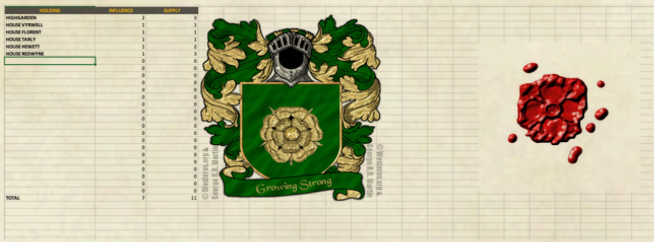
- Command: 2
- Attack: 1
- Defense: 1

Lord William Mooton

- Command: 2
- Attack: 1
- Defense: 1

HOUSE TYRELL (The Reach)


Game Board
THE REACH
OCEAN ROAD
SHIELD ISLANDS
ROSEROAD
Highgarden
DORNE
1
2
3
4
5
6
7
8
9
0



HOLDING	INFLUENCE	SUPPLY
HIGHGARDEN	2	3
HOUSE VYRWELL	1	1
HOUSE FLORENT	1	1
HOUSE TARLY	1	1
HOUSE HEWETT	1	2
HOUSE REDWYNE	1	3
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
TOTAL	7	11

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Growing Strong

House Tyrell House Cards

King Renly Baratheon

- Command: 2
- Attack: 1
- Defense: 0
- Special: If you win this battle, immediately promote any surviving Foot units to Knights.

Olenna Tyrell, The Queen of Thorns

- Command: 0
- Attack: 0
- Defense: 0
- Special: You may Discard this card at any time. This nullifies any effect another House Card from another player would have had on you.

Ser Loras Tyrell, The Knight of Flowers

- Command: 3
- Attack: 0
- Defense: 2
- Special: If King Renly is in your Discard Pile, Ser Loras gains a +1 bonus to his Command Rating.

Queen Margery Tyrell

- Command: 0
- Attack: 0
- Defense: 0

- Spe
2 at

Brienne Tarth, Brienne the Beauty

- Command: 4
- Attack: 2
- Defense: 2
- Special: If your opponent's army outnumbers you, Brienne's Defense doubles. If you outnumber your opponent, Brienne's Attack doubles.

Lord Randyll Tarly

- Command: 3
- Attack: 2
- Defense: 1

Ser Bryan Fossoway, The Knight of Cider Hall

- Command: 2
- Attack: 0
- Defense: 1

Ser Jon Fossoway, The Knight of New Barrel

- Command: 2
- Attack: 1
- Defense: 0

STARTING ARMIES

Each faction begins play with 2 armies with 1 unit each. It is up to each player to decide where these armies will begin play. They must be placed in a holding controlled by the faction.

Some factions begin play with a ship unit. The Fleet must be placed in a Water Space on the game board that connects to a holding with a Port that the faction controls.

The types of units each faction begins with are as follows:

HOUSE ARRYN: Army 1 = 1 Knight, Army 2 = 1 Knight

HOUSE BARATHEON: Army 1 = 1 Foot, Fleet 1 = 1 Ship

HOUSE GREYJOY: Fleet 1 = 1 Ship, Fleet 2 = 1 Ship

HOUSE LANNISTER: Army 1 = 1 Knight, Army 2 = 1 Knight

HOUSE MARTELL: Army 1 = 1 Foot, Army 2 = 1 Foot

SONS OF THE HARPY: Army 1 = 1 Foot, Fleet 1 = 1 Ship

HOUSE STARK: Army 1 = 1 Foot, Army 2 = 1 Foot

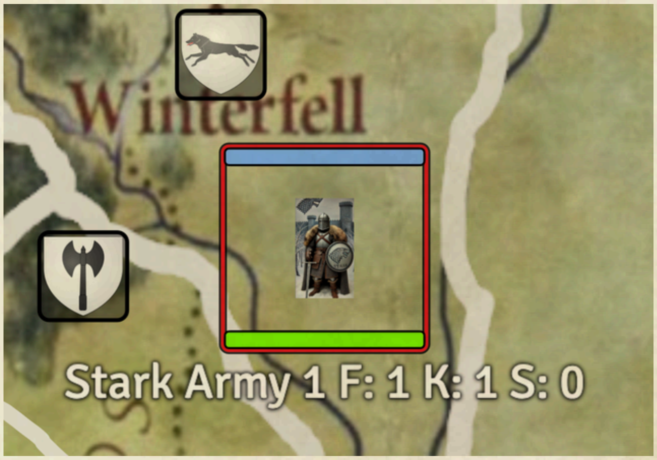
HOUSE TARGARYEN: Army 1 = 1 Dothraki, Army 2 = 1 Dothraki

HOUSE TULLY: Army 1 = 1 Knight, Army 2 = 1 Foot

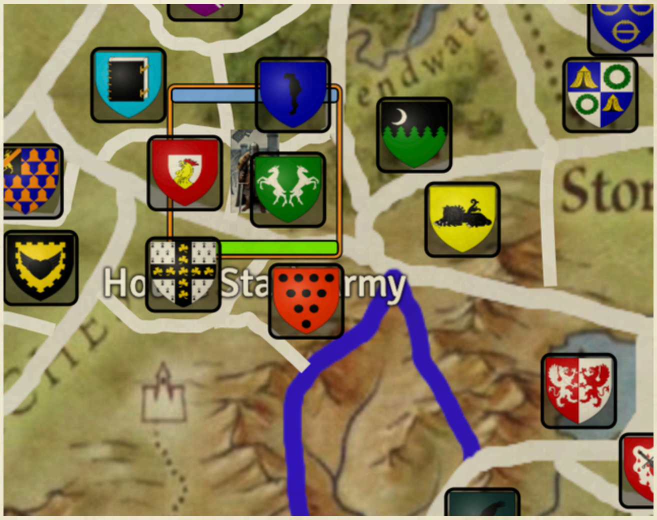
HOUSE TYRELL: Army 1 = 1 Knight, Army 2 = 1 Knight

The Army & Fleet Tokens

Realm Masters will be responsible for placing and moving tokens on the board. This is to ensure accuracy. Token names should be labeled as such that when a player hovers over it, it reveals how many units of each type are present in that army. Additionally, armies should be tracked in the Faction spreadsheets.



In crowded areas of the game board, units should be placed partially behind the holding's icon. This will still allow its info to be revealed if clicked.



After each player has placed their Armies & Fleets on the game board, you are ready to begin!

The game is divided into ROUNDS and TURNS. At the beginning of each round, the Realm Master rolls on the EVENTS list. After you roll, cross out that event. If you re-roll it again, ignore it. Once you have made it through the entire event list, start over.

On the very first round of the game, an Event is chosen for you – **BIDDING PHASE.**

Below are the events:

1. Bidding Phase
2. Supply
3. Reshuffle
4. Muster
5. Supply
6. No Event
7. Muster
8. No Event

BIDDING PHASE

Each player secretly bids a number of Influence Points to control 3 ICONS OF POWER: **THE IRON THRONE**, **THE VALYRIAN SWORD**, **THE CROW.**

Players each send a private message to the Realm Master, declaring how many Influence Points they are spending on each. This amount is deducted from the start of their next turn.

If there is a tie, then the player with the highest Influence wins. If it's still a tie, then it's the player with the highest Supply. If it's still a tie, then it's the player with the most Holdings. If it's still a tie, then the Realm Master rolls a 1d6 for each, and whoever gets the highest wins. The player keeps the icon until outbid in a later Bidding Phase.

- THE IRON THRONE: The player who controls the Iron Throne determines the TURN ORDER of each player for the round. They decide this at the beginning of each round.

- THE VALYRIAN SWORD: The player who controls this icon has their Difficulty Number for a success in combat reduced from a 4 to a 3.

- THE CROW: The player who controls this icon gains a +2 Movement to their army or fleet each time they move. For example, if the army could normally move 3 spaces (if the player pays for 3 movements), then they instead move 5, etc.

SUPPLY

Supply determines how many armies & fleets a faction may have at any one time, and how many units may be in each of those armies (or fleets).

Whenever the Supply Event is rolled, each player recalculates their available armies based on their current Supply. It may stay the same, it may have increased, or it may have decreased. If it decreased to the point where they now have too many armies and/or units, they must immediately disband enough so they are in compliance with their new calculation.

Each number indicates an Army or fleet you may have, and how many units you may have maximum in each:

SUPPLY TOTAL:

- 0-5 = 2/2
- 6-10 = 3/2
- 11-15 = 3/2/2
- 16-20 = 3/2/2/2
- 21-25 = 3/3/2/2
- 26-30 = 4/3/2/2
- 31-35 = 4/3/2/2/2
- 36-40 = 4/3/3/2/2
- 41-45 = 4/4/3/2/2
- 46-50 = 4/4/3/2/2/2
- 51-55 = 4/4/3/3/2/2
- 56-60 = 4/4/4/3/2/2
- 61-65 = 4/4/4/3/2/2/2
- 66-70 = 4/4/4/3/3/2/2
- 71-75 = 4/4/4/3/3/3/2
- 76-80 = 4/4/4/3/3/3/3
- 81-85 = 4/4/4/4/3/3/3
- 86-90 = 4/4/4/4/4/3/3
- 91-95 = 4/4/4/4/4/4/3
- 96+ = 4/4/4/4/4/4/4

Units may be any combination of Foot, Knight, Siege, Dothraki (whoever controls Vaes Dothrak only), or Dragon (Targaryen only).

For those interested, each unit represents approxmiately 1,000 Foot, 500 Knights, 1,000 Dothraki Screamers, or 5 Siege Weapons.

RESHUFFLE

All House Cards in each player's Discard Players are brought back into play.

MUSTER

During this round, on their respective turns, players may Muster new units in any holding they control. Ships must be Mustered in a Holding with a Port. In order to Muster a unit in a Holding, there must be room, either in the Garrison (which can hold 1 Unit), or an Army with room (or Fleet). The player may Muster as many units as they can afford and have room for but no more than 1 Unit per Influence Rating per Holding:

COST:

- Foot: 1 Influence Point
- Knight: 2 Influence Points
- Ship: 2 Influence Points
- Siege: 2 Influence Points
- Dothraki: 2 Influence Points

ACTIONS

At the beginning of a player's turn, they receive their Influence Points equal to their total from all of their Holdings, plus any other special considerations (House Cards, gifted, etc.). Influence Points are then spent on the following actions. Any unspent Influence Point is lost at the end of the player's turn.

Diplomacy

COST: Variable (see text)

Diplomacy is the attempt to get a Neutral faction to bend the knee to you and join your faction. The cost is up to you. How many successes required are listed under the Holding's information (this is explained earlier in this document).

For every 1 Influence Point you spend, you get 1d6 to roll (the Realm Master makes all rolls). A 4 or higher is a success. If a Holding requires 8 successes, you will need a minimum of 8 Influence Points to hope to succeed (though the liklihood of all 8 roll a 4 or higher is low).

In addition, if you are attempting to get a Holding from Wessos to bend the knee and you have no holdings on that continent, then the requires successes doubles. For example, if House Targaryen immediately tries to get House Fossoway to bend the knee, it will require 16 successes.

This works both ways – a player from Wessos who has no Essos Holdings will find it much more difficult to get a Free City to bend the knee.

If the Diplomacy action is a success, the player immediately gains control of that Holding.

Garrison Redeployment

COST: 1 Influence Point

You may remove a Garrison Unit from a Holding and have it join an army that currently occupies its space, or you may remove a unit from the army to replenish a garrison. You must adhere to normal limitations for garrisons and Supply.

Gift

COST: Variable (see text)

You may gift any number of Influence Points to another player. That player will receive them at the beginning of their next turn. This is typically used in negotiations. For example, the player who controls the Iron Throne icon, and thus determines initiative order, may be bribed by players who wish to go first.

March

COST: 1 Influence Point per Space moved

You may move 1 Army or 1 Fleet 1 Space. You may move multiple spaces, if the route allows and you spend the correct amount of Influence Points. The player who controls the Rave Icon gains +2 free Spaces at the end of their movement. And yes, this also means they may move all Armies and Fleets 2 Spaces for free.

You can only move through Ocean Spaces if you have a Fleet. 1 Army may travel on 1 Fleet at a time. It costs 1 Influence Point to move the army from land to the fleet, or vice versa. Fleets can then move at normal Influence Point cost like an Army does on land.

Remember – armies cannot cross blue lines unless the army is made up only of dragon units.

When you move into an enemy territory, you have the following options for no additional cost:

- Attack: You may attack an enemy army present in the space, or attack the Holding itself. If there is no enemy army in the Holding, you do not have to attack. You can ignore the castle, city, or whatever. If the Holding has no garrison and there is no army to oppose you, then you an attack and automatically conquer the Holding. If so, then the Holding immediately falls under your control. This is covered more in the Combat Section.
- Lay Siege: If there is a garrison in the Holding, or there is an army that retreats to the Stronghold (or both!), you may lay siege. The rules for sieges are covered more in the Combat Section.

- Pass Through: This one does cost more Influence Points, but if nothing opposes you, you may continue to move through to another space.
- Remain: You may simply stay where you are.

MUSTER

This action can only be taken if the MUSTER card was drawn by the Realm Master at the start of the round. For more information, see the MUSTER card description earlier in this section. Ships can only be mustered at Holdings with a PORT. The Fleet appears in the Ocean Space connected to the Holding.

RAID

An Army or Fleet may raid an adjacent space that is controlled by another player. You cannot raid Neutral Holdings. When you raid, the Holding you raided gains no Influence Points on the controlling player's next turn. Instead, you immediately gain the Influence Point. If an enemy Army is present in the space of the Holding, you cannot perform the raid.

A Fleet may raid a Holding that is adjacent to the sea space it is located. Otherwise same rules apply.

COMBAT

When 2 or more armies and/or fleets combat, the Realm Master rolls a set amount of d6s for each side. The goal is to get more Hits (Successes) than the enemy. The results are compared in a matrix (the spreadsheet is in the folder) to determine how many Hits each side received.

If your army is attacked and you are in one of your Holding spaces, you may retreat to your stronghold or face them on the field. If you retreat to your Stronghold, the attacking army can change their response (they don't have to recklessly attack your Stronghold).

Each unit has stats of STRENGTH and HITS. Strenght is how many d6s they contribute to the roll and HITS is how many Hits they can take before being destroyed (removed from the game).

The stats are as follows:

- Foot: 1/1
- Knight: 2/2
- Dothraki: 3/3
- Ship 2/2
- Siege 4/2*

Note: Sieges are a 0 if against an army, but a 4 if attacking a Stronghold or a Dragon.

During a battle, each player may play 1 House Card, though they are not required to do so. The following stats of a House Card affect the battle in the following ways:

- COMMAND: Add a number of d6s to the roll equal to this number.
- ATTACK: Automatically apply this many Hits to the opposing army.
- DEFENSE: Remove this many Hits against you from the opposing army.

Each Holding also has a Stronghold rating. This applies if your army (or garrison) is within the Stronghold and you are attacked. The Stronghold Rating adds that many d6s to each unit within the Stronghold. For example, if the Stronghold Rating is +2, then each Foot Unit within the Stronghold would effectivley become a 3 instead of a 1.

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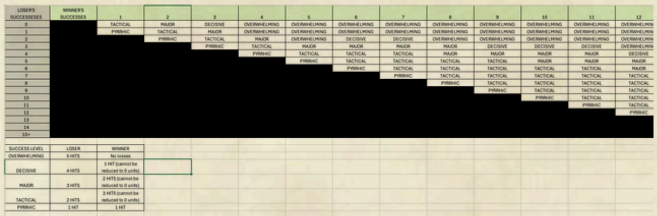
Also remember – the player who controls the Valyrian Sword icon has their difficulty number for a success in battle reduced to 3 from 4.

After the Realm Master rolls for each side, they compare the results. The side with the most Hits is the Winner, the other, the Loser.

The Matrix is consulted to see how many Hits each side sustains to their respective fleets & armies:



LOSER'S SUCCESSESES	WINNER'S SUCCESSES	1	2	3	4	5	6	7	8	9	10	11	12
0		TACTICAL	MAJOR	DECISIVE	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMIN
1		PYRRHIC	TACTICAL	MAJOR	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMIN
2			PYRRHIC	TACTICAL	MAJOR	OVERWHELMING	DECISIVE	DECISIVE	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMING	OVERWHELMIN
3				PYRRHIC	TACTICAL	MAJOR	MAJOR	MAJOR	MAJOR	DECISIVE	DECISIVE	DECISIVE	OVERWHELMIN
4					PYRRHIC	TACTICAL	TACTICAL	TACTICAL	MAJOR	MAJOR	MAJOR	MAJOR	DECISIVE
5						PYRRHIC	TACTICAL	TACTICAL	TACTICAL	TACTICAL	MAJOR	MAJOR	MAJOR
6							PYRRHIC	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	MAJOR
7								PYRRHIC	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL
8									PYRRHIC	TACTICAL	TACTICAL	TACTICAL	TACTICAL
9										PYRRHIC	TACTICAL	TACTICAL	TACTICAL
10											PYRRHIC	TACTICAL	TACTICAL
11												PYRRHIC	TACTICAL
12													PYRRHIC
13													
14													
15+													

SUCCESS LEVEL	LOSER	WINNER
OVERWHELMING	5 HITS	No losses
DECISIVE	4 HITS	1 HIT (cannot be reduced to 0 units)
MAJOR	3 HITS	2 HITS (cannot be reduced to 0 units)
TACTICAL	2 HITS	3 HITS (cannot be reduced to 0 units)
PYRRHIC	1 HIT	1 HIT

You'll note that even an overwhelming defeat only inflicts a maximum of 5 Hits of damage. However, each side must pay for these Hits with Units by removing from play a number of units or ships to pay for the Hits. If you suffer only 1 Hit and have only Knights or Dothraki, etc, you must still pay for this 1 Hit of damage by remove an entire unit!

Additionally, the loser must leave the space where the combat took place. They can choose where to retreat to.

This also means that if the loser was defending a Stronghold, they must abandon the Stronghold and flee. If this happens, the Holding immediately falls under the control of the Attacker.

LAYING SIEGE

A direct assault against a holding can be costly. Sometimes it's wiser to lay siege. When you lay siege to a Holding, that Holding no longer generates Influence Points or Supply for as long as you are laying siege. Additionally, on each of the sieger's turns, they roll an attack. The number of dice are X + Siege Units and any Dragon Units. X equals the number of turns the siege has been going on. So on the first turn, it is 1d6. On the 2nd, it rises to 2d6, and so on.

The defender rolls per normal.

If the sieger wins, the defender suffers applicable Hits. However, if the defender wins, the sieger suffers no Hits.

This represents the attritional nature of starving a besieged population into submission.

Unlike typical combat, the besieged do not flee the Holding if they lose. Instead, they can hold out until the suffered Hits destroys all present units, plus any available garrison unit.

Note that in order to siege a Holding with a Port, a Fleet is also required.

SALLYING FORTH

If the besieged has any Army Units, then on their turn they may sally forth and attack, and the battle is determined normally. If they lose, however, they cannot retreat back into the stronghold.

SHIP COMBAT

Ship combat is determined the same as regular combat. If you have an Army aboard your fleet, you add their Strength, per normal. When determining casualties from Hits, you may subtract from Army units instead of Ship units.

BRAAVOS & THE IRON BANK

BRAAVOS
LORATH
Braavosian Coastlands
Loreth Bay
Hills of N
ANDALOS
Upper Rh
NORVO
rrow Sea

In addition to the Neutral Holdings and any Faction without a player, the Realm Master is responsible for controlling Braavos.

Players may request loans from the Iron Bank. This can be done as a Free Action during their turn. If they do, roll on the following chart to see what they receive, and the cost that must be paid:

1. 10 Influence Points. Cost = 2 Influence Points per turn for 6 turns.
2. Faceless Man – The player may select any other player. The targeted player must discard one of their House Cards (their choice). Cost = 3 Influence Points for 5 turns.
3. Mercenary Unit. The player immediately receives 1 Knight Unit. It must be placed in an Army with room for it (or become the first Unit in an available Army). If no such Army exists, then ignore this roll. Cost = 1 Influence Point for 4 turns.
4. Mercenary Fleet. The player immediately receives 1 Ship Unit. It must be placed in a Fleet with room for it (or become the first Unit of an available Fleet). If no such Fleet exists, then ignore this roll. Cost = 1 Influence Point for 4 turns.
5. Denied a Loan at this time. May try again next turn.
6. Denied a Loan at this time. May try again in 2 turns.

A player may only take out 1 Loan at a time. When it is paid off in full, they may take out another Loan. The Loan may be paid off early.

If a player fails to make a payment, the Realm Master can provide free loans to other players in an attempt to "collect."